

ABSTRACT

A method and computer software system are disclosed for using points in a massive multiplayer online gaming (MMOG) software application that performs functions for players of the application based on usable points associated with each of the players. Meta-points are allocated to a first player. Usable points are then allocated to a second player, as directed by the first player. The amount of usable points allocated to the second player is specified by the first player and is related to the amount of the first player's meta-points. Functionality is enabled within the application for the second player based on the amount of the second player's usable points. In one embodiment, a rating system is used in connection with the allocation of usable points to the second player, such that players with higher ratings receive more usable points than do players with lower ratings.